REMARKS

Claims remain 1-17, 19-29 and 41-48 remain in the application. Claims 1, 19, 24 and 44 have been amended for the purposes of clarification. Claims 45-48 have been added.

The applicant believes the claim amendments do not add any new matter. Amendments relating to the overlapping and non-overlapping of windows are shown and described with respect to FIG. 2.

Rejections under 35 U.S.C. § 112

Claim 24 was rejected under U.S.C. § 112, second paragraph. Claim 24 has been amended for clarification purposes and the rejection is believed overcome thereby.

Rejections under 35 U.S.C. § 103

The Examiner rejected claims 1-8, 10-17, 21-23, 25, 25-29 and 38-40 under 35 USC 103(a) as being clearly anticipated by Walker et al. (US patent No. 6, 113, 495) in View of Microsoft Windows®.

Examiner states, "*While Walker does not specifically disclose that the game outcome presentation and the video-formatted information are contained in separate windows, doing so would prevent player confusion. In fact, it is difficult to imagine how the system could work otherwise-if the video-formatted information and the game outcome presentation are not maintained in separate windows, it would be impossible to use either presentation. If the two presentation overlapped, a player could not readily determine the outcome of the game, nor could the player enjoy the video presentation. Microsoft Windows 3.1® teaches use of windows. It would have been obvious to one of ordinary skill in the art at the time of the invention to have the game outcome presentation and the video-formatted information contained in separate windows in order to prevent player confusion.*"

The present invention, as described in the remaining claims, recites "the video display device is adapted for being split into a plurality of windows for allowing a simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display device." Examiner's arguments appear to be predicated on the proposed modification of displaying the game outcome presentation and the video formatted entertainment content on the same display screen. Then, Examiner argues that once one has made this initial proposed modification, it would be obvious to make a second proposed modification to use windows to avoid confusion. However, applicant respectfully points out that Examiner has not provided a suggestion or motivation for Examiner's

initial proposed modification of displaying the game outcome and the video content on the same video display. Without the initial proposed modification, the second proposed modification would not occur. As will described in more detail below, Walker does not teach or suggest "simultaneous display of at least the game outcome presentation in a first window of the video display and video-formatted entertainment content in a second window of the video display device." Without a suggested motivation for the initial modification proposed by the Examiner, it appears to the Applicant that the Examiner may be applying improper hindsight.

Walker teaches two embodiments (Col.7:43-Col.8:1), in the first embodiment, in a gaming machine with slot reels, entertainment content is displayed on a video display 346 separate from the slot reels. In this embodiment, the game outcome is displayed on the slot reels and the entertainment content is displayed on the separate video display. Walker describes that a graphical representations of objects can be displayed on the video display 346. However, in this case, Walker is silent regards to entertainment content being simultaneously displayed on the same display screen simultaneously with the entertainment content. Walker teaches in a preferred embodiment, for privacy, the entertainment content is displayed on a VR headset. This prevents other people from seeing what entertainment content a player is viewing in a public place. Walker also teaches that polarized glasses could be used to watch entertainment on the video display 346.

In the case of a gaming machines with slot reels, the entertainment content is displayed on a secondary video display 346 separate from the main display where the game outcome is shown. Walker's entertainment viewing can also be implemented in this manner on a video slot machine with a main display for the displaying the game outcome and a separate display for entertainment content which allow the secondary display 346 to work with the polarized glasses while the game outcome on the main video display could be rendered normally meeting Walker's requirement for privacy. Walker does not teach or suggest any embodiment where the game outcome and the entertainment content are displayed simultaneously on the same video display or address any issues relating to implementing simultaneous display of the game outcome and the entertainment content, such as scaling the game outcome to fit in a smaller window on the display. As noted above, the preferred embodiment in Walker is a separate display using a VR head-set for privacy. Thus, Applicant believes the combination of Walker and Windows is an improper combination because Walker teaches away from the present invention by teaching the preferred use a separate VR head-set for privacy and in general teaching that the game outcome and the entertainment content, such as for a gaming machine with slot reels, are displayed on separate displays. An advantage of the present invention is that it eliminates the need for a separate display for displaying the video entertainment content and the game outcome. Therefore, for at least these reasons, the combination of Walker and Windows can't be said to render the obvious the present invention and the rejection of claims 1-8, 10-17, 21-23, 25, 25-29 and 38-40 is believed overcome thereby.

The Examiner rejected claim 9 under 35 USC 103(a) as being clearly anticipated by Walker et al. (US patent No. 6, 113, 495) in View of Dabrowski (US Patent Number 6, 379, 346). The Applicant respectfully traverses.

As described above, Walker does not teach or suggest any embodiment where the game outcome and the entertainment content are displayed simultaneously on the same video display. The addition of firewall as described in Dabrowski (Col 3, 60-62) does not overcome the deficiencies in Walker in regards to the properties of the video display device. Therefore, for at least these reasons, Walker, Dabrowski and the combination of Walker and Dabrowski can't be said to render obvious claim 9 and the rejection is believed overcome thereby.

The Examiner rejected claim 20 under 35 USC 103(a) as being clearly anticipated by Walker et al. (US patent No. 6, 113, 495) in view of Official Notice. The Applicant respectfully traverses.

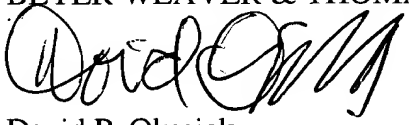
As described above, Walker does not teach or suggest any embodiment where the game outcome and the entertainment content are displayed simultaneously on the same video display. Therefore, for at least these reasons, Walker can't be said to render obvious the invention of claim 20 and the rejection is believed overcome thereby.

The Examiner rejected claim 26 under 35 USC 103(a) as being clearly anticipated by Walker et al. (US patent No. 6, 113, 495) in view Fraley. The Applicant respectfully traverses.

As described above, Walker does not teach or suggest any embodiment where the game outcome and the entertainment content are displayed simultaneously on the same video display. Therefore, for at least these reasons, the Walker combination of Walker and Fraley can't be said to render obvious the invention of claim 26 and the rejection is believed overcome thereby.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,
BEYER WEAVER & THOMAS, LLP



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